AMENDMENTS TO THE CLAIMS

A current, marked-up listing of the claims with status identifiers is as follows:

1.   (Currently amended) A method of displaying a subset of a plurality of user interface ("UI") elements in a user interface, the method comprising the steps of:

(i) determining the size of ~~the~~ a first subset of plurality of UI elements that can be displayed within the user interface;

(ii) determining a plurality of UI elements that may be selected for display within the user interface;

(iii) selecting the first subset of UI elements from the plurality of UI elements determined in step (ii); and

(iv) displaying on the user interface and loading into memory the first subset of UI elements selected in step (iii) ~~within the user interface~~;

wherein as the ~~selected subset of UI elements changes~~ first subset of UI elements is unselected, the first subset of UI elements ~~no longer on display are discarded~~ are not displayed and unloaded from memory, and ~~the~~ a second subset of UI elements are displayed according to steps (i) through (iv) as performed for the first subset of UI elements ~~on display are loaded into memory~~.

2.   (Canceled)

3.   (Currently amended) A method according to claim ~~2~~ 1, wherein the user input comprises activating a user input means and the selection and display of a further subset of UI elements causes a list or menu to be scrolled.

4.   (Previously Presented) A method according to claim 3, wherein the plurality of UI elements are stored at a single location and a mark-up language component is provided that defines the location of the plurality of UI elements.

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5.   (Original) A method according to claim 4, wherein the mark-up language component further defines the display of the selected subset of UI elements in a list.

6.   (Original) A method according to claim 5, wherein a template is associated with the mark-up language component, the template determining the appearance of the selected subset of UI elements displayed in the list.

7.   (Previously Presented) A method according to claim 3, wherein the plurality of UI elements are stored in a single file, a mark-up language component is provided that defines the location of the file and the file comprises one or more data resources for display in the user interface.

8.   (Original) A method according to claim 7, wherein the mark-up language component further defines the display of the selected subset of UI elements in a list.

9.   (Original) A method according to claim 8, wherein a template is associated with the mark-up language component, the template determining the appearance of the selected subset of UI elements displayed in the list.

10.   (Original) A method according to any of claims 3 to 9, wherein the list of the selected subset of UI elements comprises one or more further lists, each of the one or more further lists being identified by a unique expression.

11.   (Currently Amended) A data carrier comprising computer executable code for performing the method of any of claims 1 to 9 1, 3, 4, 5, 6, 7, 8 or 9.

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12.   (Currently amended) A device comprising <u>a memory,</u> a display and a user interface the device being configured, in use, to<u>:</u>

        (i) determine the size of a <u>first</u> subset of plurality of <u>user interface ("UI")</u> elements that can be displayed within the user interface;

        (ii) determine a plurality of UI elements that may be selected for display within the user interface;

        (iii) selecting the <u>first</u> subset of UI elements from the plurality of UI elements determined in step (ii); and

        (iv) displaying <u>on the user interface via the display and loading into the memory</u> the <u>first</u> subset of UI elements selected in step (iii) ~~within the user interface~~;

        wherein as ~~the selected subset of UI elements changes,~~ the <u>first subset of</u> UI elements <u>is</u> <u>unselected, the first subset of UI elements are not displayed and unloaded from the memory, and a second subset of UI elements are displayed according to the steps (i) through (iv) as performed for the first subset of UI elements</u> ~~no longer on display are discarded and the UI elements on display are loaded into memory~~.

13.   (Canceled)

14.   (Currently amended) A device according to claim ~~13~~ <u>12</u>, wherein the device responds to the activation of the user input means such that the selection and display of a further subset of UI elements causes a list or menu to be scrolled.

15.   (Previously Presented) A device according to claim 14 wherein the device further comprises storage means and the plurality of UI elements are stored at a single location and a mark-up language component is provided that defines the location of the plurality of UI elements.

16.   (Original) A device according to claim 15, wherein the mark-up language component further defines the display of the selected subset of UI elements in a list.

17.   (Original) A device according to claim 16, wherein a template is associated with the mark-up language component, the template determining the appearance of the selected subset of UI elements displayed in the list.

18.   (Previously Presented) A device according to claim 14 wherein the device further comprises storage means and the plurality of UI elements are stored in a single file wherein a mark-up language component is provided that defines the location of the file and the file comprises one or more data resources for display in the user interface.

19.   (Original) A device according to claim 18, wherein the mark-up language component further defines the display of the selected subset of UI elements in a list.

20.   ·(Original) A device according to claim 19, wherein a template is associated with the mark-up language component, the template determining the appearance of the selected subset of UI elements displayed in the list.

21.   (Original) A device according to any of claims 15 to 20, wherein the list of the selected subset of UI elements comprises one or more further lists, each of the one or more further lists being identified by a unique expression.

22.   (Previously Presented) A device according to any of claims 12 to 20, wherein the device comprises wireless communication means.

23.   (Currently Amended) A device comprising processing means, storage means, a display, user input means, wireless communication means and a user interface, wherein the device is configured to perform the method of any of claims ~~1 to 9~~ 1, 3, 4, 5, 6, 7, 8 or 9.

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24. (Currently amended) A device configured to display a subset of a plurality of user interface ("UI") elements in a user interface, comprising:

(a) means for determining the size of ~~the~~ a first subset of plurality of UI elements that can be displayed within the user interface;

(b) means for determining a plurality of UI elements that may be selected for display within the user interface;

(c) means for selecting the first subset of UI elements from the plurality of UI elements that are determined to be operable to be displayed within the user interface; and

(d) means for displaying on the user interface and loading into a memory means the ~~selected~~ first subset of UI elements as selected ~~within the user interface~~;

wherein as ~~the selected subset of UI elements changes,~~ the first subset of UI elements are not displayed and are unloaded from the memory means, and a second subset of UI elements are displayed according to how the first subset of UI elements was displayed using means (a) through (d) ~~no longer on display are discarded and the UI elements on display are loaded into memory~~.

25. (Currently amended) A computer-program product comprising a computer-readable medium having instructions thereon, the instructions comprising:

(a) code for determining the size of ~~the~~ a first subset of plurality of user interface ("UI") elements that can be displayed within the user interface;

(b) code for determining a plurality of UI elements that may be selected for display within the user interface;

(c) code for selecting the first subset of UI elements from the plurality of UI elements that are determined; and

(d) code for displaying on the user interface and loading into memory the ~~selected~~ first subset of UI elements as selected ~~within-the-user-interface~~;

wherein as ~~the-selected-subset-of-UI-elements-changes,~~ the first UI elements are not displayed and are unloaded from the memory means, and a second subset of UI elements are displayed according to how the first subset of UI elements was displayed using code (a) through (d) ~~no longer on display are discarded and the UI elements-on-display are loaded into memory~~.

26. (New) The method of claim 1, wherein the plurality of UI elements contains images and text strings operable to display a menu, and the first subset of UI elements contains a first image and a first text string chosen from the plurality of UI elements, the first image and the first text string operable to display a menu entry on the user interface.

27. (New) The device of claim 12, wherein the plurality of UI elements contains images and text strings operable to display a menu, and the first subset of UI elements contains a first image and a first text string chosen from the plurality of UI elements, the first image and the first text string operable to display a menu entry on the user interface.

28. (New) The device of claim 24, wherein the plurality of UI elements contains images and text strings operable to display a menu, and the first subset of UI elements contains a first image and a first text string chosen from the plurality of UI elements, the first image and the first text string operable to display a menu entry on the user interface.

29. (New) The computer program product of claim 25, wherein the plurality of UI elements contains images and text strings operable to display a menu, and the first subset of UI elements contains a first image and a first text string chosen from the plurality of UI elements, the first image and the first text string operable to display a menu entry on the user interface.